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**UTILITY
PATENT APPLICATION
TRANSMITTAL***Only for new nonprovisional applications under 37 CFR 1.53(b)*

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First Named Inventor or Application Identifier

KIYOHIDE SATO, ET AL.

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APPLICATION ELEMENTS

See MPEP chapter 600 concerning utility patent application contents.

ADDRESS TO:Assistant Commissioner for Patents
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1. ☒ Fee Transmittal Form
(Submit an original, and a duplicate for fee processing)
2. ☒ Specification Total Pages **33**
3. ☒ Drawing(s) (35 USC 113) Total Sheets **10**
4. ☒ Oath or Declaration Total Pages **2**
- a. ☒ Newly executed (original or copy)
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- c. ☐ Copy from a prior application (37 CFR 1.63(d))
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- i. ☐ **DELETION OF INVENTOR(S)**
Signed Statement attached deleting
inventor(s) named in the prior application, see
37 CFR 1.63(d)(2) and 1.33(b).
5. ☐ Incorporation By Reference (useable if Box 4c is checked)
The entire disclosure of the prior application, from which a copy of
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6. ☐ Microfiche Computer Program (Appendix)
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- a. ☐ Computer Readable Copy
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ACCOMPANYING APPLICATION PARTS

8. ☒ Assignment Papers (cover sheet & document(s))
9. ☐ 37 CFR 3.73(b) Statement ☐ Power of Attorney
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10. ☐ English Translation Document (if applicable)
11. ☐ Information Disclosure Statement (IDS)/PTO-1449 ☐ Copies of IDS Citations
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Statement(s) Status still proper and desired
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☐ Continuation ☐ Divisional ☐ Continuation-in-part (CIP) of prior application No. _____**18. CORRESPONDENCE ADDRESS**☒ Customer Number or Bar Code Label

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CLAIMS	(1) FOR	(2) NUMBER FILED	(3) NUMBER EXTRA	(4) RATE	(5) CALCULATIONS
	TOTAL CLAIMS (37 CFR 1.16(c))	19-20 =	0	X \$ 18.00 =	\$ 0.00
	INDEPENDENT CLAIMS (37 cfr 1.16(b))	6-3 =	3	X \$ 78.00 =	\$ 234.00
	MULTIPLE DEPENDENT CLAIMS (if applicable) (37 CFR 1.16(d))			\$ 260.00 =	\$ 0.00
				BASIC FEE (37 CFR 1.16(a))	\$ 690.00
	Total of above Calculations =				\$ 924.00
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19. Small entity status

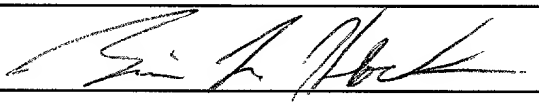
- a. ☐ A Small entity statement is enclosed
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20. ☒ A check in the amount of \$ 924.00 to cover the filing fee is enclosed.

21. ☒ A check in the amount of \$ 40.00 to cover the recordal fee is enclosed.

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- a. ☒ Fees required under 37 CFR 1.16.
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- c. ☐ Fees required under 37 CFR 1.18.

SIGNATURE OF APPLICANT, ATTORNEY, OR AGENT REQUIRED	
NAME	Brian L. Klock - Reg. No. 36,570
SIGNATURE	
DATE	February 18, 2000

BLK\cmv

TITLE OF THE INVENTION

MARKER LAYOUT METHOD, MIXED REALITY APPARATUS, AND
MIXED REALITY SPACE IMAGE GENERATION METHOD

5

10

BACKGROUND OF THE INVENTION

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or the like onto an image displayed on a
semi-transparent (see-through) HMD, and a video
see-through scheme for mixing a CG image or the like
onto image data sensed by a video camera attached to an
5 HMD, and then displaying the mixed image on the HMD.

MR can be used, quite possibly, in new fields
which are qualitatively quite different from VR, such
as a medical assist application for presenting the
state inside the body of a patient to a doctor as if it
10 were seen through, a job assist application for
superposing and displaying the assembly sequence of a
product on real parts in a factory, and the like.

A technique for removing "deviation" between real
and virtual spaces is commonly required for these
15 applications. "Deviation" can be classified into
positional deviation, temporal deviation, and
qualitative deviation, and many studies have been
conventionally made for removal of positional deviation
as the most fundamental requirement among those
20 deviations.

Especially, in case of video see-through MR,
since an image process scheme can be relatively easily
applied as a method of correcting positional deviation,
alignment using an image process has been
25 conventionally proposed.

More specifically, a method in which markers which are marked in color so an image process can easily detect are laid out at a predetermined position in a real space, and the viewpoint position is computed
5 on the basis of the marker positions detected from an image sensed by a camera attached to a player, and a method of correcting an output signal from a location/posture sensor based on marker positions in an image, and the like are available.

10 When markers in image data are detected, and the location/posture of a player is estimated based on the detection result, the markers must appear in an image to have an appropriate size and nearly uniform intervals. Also, since a sufficient number of markers
15 must be simultaneously detected in the image upon computing the viewpoint position, the markers must be laid out to be observed in the image at somewhat narrow intervals.

On the other hand, in order to improve the
20 tracking or identification precision of markers, the markers must be laid out to be observed in the image at somewhat broad intervals.

In case of a single player, it is not so difficult to lay out markers to satisfy the
25 aforementioned conditions. However, in an application which allows a plurality of players to share a common

MR space, markers which are laid out at equal intervals at positions that can be observed from a given player cannot often be observed at equal intervals from another player.

5 For this reason, Japanese Patent Laid-Open No. 11-84307 has proposed an arrangement in which in an air hockey game system in which two players hit and return a virtual puck toward each other on a table as a real object, markers having different colors in units
10 of players are provided to allow the individual players to observe the markers with a preferred layout and size.

 However, marker layout using different colors becomes harder with increasing number of players who share a single MR space. More specifically, in order
15 to detect a given color by an image process, the colors of the markers and background object, and those of markers in units of users must be easily detected and extracted by the image process. However, when the
20 number of colors used increases, it becomes difficult to satisfy such conditions, and extraction errors and identification errors among markers can occur.

 Fig. 10 is a graph for explaining recognition error factors when a plurality of different color markers are used. In Fig. 10, the abscissa plots red,
25 and the ordinate plots green. For the sake of simplicity, a blue axis is not shown. In Fig. 10,

region A defines the color distribution of marker type A (red marker), and region B defines the color distribution of marker type B (orange marker). In this manner, when the number of players increases and
5 similar colors are used as markers, even though a player observes a red marker, the marker may be detected as color of region B (i.e., of orange marker), thus causing detection errors.

When a plurality of markers having different
10 colors in units of players are laid out, a very large number of markers appear in the real space, and may complicate the vision of the player, thus impairing reality upon experiencing an MR space.

15 SUMMARY OF THE INVENTION

It is an object of the present invention to provide a marker layout method in a mixed reality space, which can solve the aforementioned problems, and can reliably detect markers in units of players even when a
20 plurality of players share a common mixed reality space.

It is another object of the present invention to provide a marker layout method in a mixed reality space, which can present the number of markers from simply increasing even when the number of players increases.

25 It is still another object of the present invention to provide a mixed reality apparatus that

exploits the marker layout method in the mixed reality space according to the present invention.

It is still another object of the present invention to provide a mixed reality apparatus and a
5 mixed reality space image generation method, which can solve the aforementioned problems, and allow a player to experience mixed reality without being bothered by the presence of markers.

More specifically, a gist of the present
10 invention lies in a marker layout method for laying out markers in a real space as position indices upon generating a mixed reality space, comprising the step of: laying out the markers to have a positional relationship that allows a given player not to observe
15 markers to be used by only another player when a plurality of players who observe the mixed reality space within different movable ranges observe the mixed reality space.

Another gist of the present invention lies in a
20 mixed reality apparatus for computing and/or correcting location/posture information of a player using markers laid out by a marker layout method of the present invention.

Still another gist of the present invention lies
25 in a storage medium that stores a marker layout method in a mixed reality space according to the present

invention as a program which can be executed by a computer.

Still another gist of the present invention lies in a mixed reality apparatus for making a player
5 experience mixed reality by making the player observe a mixed reality space image obtained by mixing real and virtual spaces, markers serving as position indices being laid out in the real space, the apparatus comprising: marker detection means for detecting the
10 markers from image data obtained by sensing the real space from a substantially viewpoint position of the player; and mixed reality space image generation means for generating the mixed reality space image to be observed by the player, so the player observes virtual
15 object images that do not include any images of the markers in surrounding regions (marker regions) including the markers in the image data.

Still another gist of the present invention lies in a mixed reality space image generation method for
20 generating a mixed reality space image which makes a player experience mixed reality by mixing a real space in which markers serving as position indices are laid out, and a virtual space, comprising: the marker detection step of detecting the markers from image data
25 obtained by sensing the real space from a substantially viewpoint position of the player; and the mixed reality

space image generation step of generating the mixed reality space image to be observed by the player, so the player observes virtual object images that do not include any images of the markers in surrounding
5 regions (marker regions) including the markers in the image data.

Still another gist of the present invention lies in a storage medium which stores a program that can be executed by a computer, and makes the computer that
10 executes the program function as a mixed reality apparatus of the present invention.

Still another gist of the present invention lies in a storage medium that stores a mixed reality space image generation method according to the present
15 invention as a program which can be executed by a computer.

Other features and advantages of the present invention will be apparent from the following description taken in conjunction with the accompanying
20 drawings, in which like reference characters designate the same or similar parts throughout the figures thereof.

BRIEF DESCRIPTION OF THE DRAWINGS

The accompanying drawings, which are incorporated
25 in and constitute a part of the specification, illustrate embodiments of the invention and, together

with the description, serve to explain the principles of the invention.

Fig. 1 is a block diagram showing an example of the arrangement of an MR apparatus to which a marker layout method according to the present invention can be applied;

Fig. 2 is a view for explaining the types and locations of devices the player wears;

Figs. 3A and 3B are views for explaining a game in an embodiment of the present invention;

Fig. 4 is a view for explaining a marker layout method according to the present invention;

Figs. 5A to 5C are views showing markers observed from the individual players in the layout shown in Fig. 4;

Figs. 6A to 6C are views showing markers observed from the individual players when markers are laid out in the same layout as in Fig. 4 without using any obstacles;

Fig. 7 is a graph showing the color region of a red marker in the embodiment of the present invention;

Fig. 8 is a flow chart showing the processing sequence for detecting a marker in the color region shown in Fig. 7 from color image data;

Figs. 9A to 9C are views for explaining a marker deletion method; and

Fig. 10 is a graph for explaining detection errors when the number of colors of markers is increased.

5 DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

A preferred embodiment of a marker layout method according to the present invention will be described hereinafter with reference to the accompanying drawings. In this embodiment, the present invention is applied to
10 an MR game played by three players while sharing a single virtual space, but a marker layout method in an MR space according to the present invention can be applied to any other arbitrary applications.

Fig. 1 shows the arrangement of an MR apparatus
15 for implementing an MR game to which a marker layout method of the present invention is applied. Fig. 1 shows the arrangement for three players. The MR apparatus comprises player processors 100 to 300 provided in units of players, and a controller 400
20 connected to the player processors. The number of player processors connected to the controller 400 increases with increasing number of players.

The player processors 100 to 300 have an identical arrangement. That is, each player processor
25 comprises I/O blocks (102, 103, 105, 1011, 1021, 1022) such as sensors, display device, and the like attached

to the player's body, and circuit blocks (101, 104, 106,
107) for processing signals captured by the sensors,
and generating an image to be displayed on the display
device on the basis of the signal processing results
5 and information of other players supplied from the
controller.

The arrangement of the player processor will be
explained below with reference to Fig. 1 and Fig. 2
that shows the types and locations of I/O devices each
10 player wears in this embodiment.

As shown in Fig. 2, each player wears on his or
her head a head-mounted image display device (to be
referred to as an HMD hereinafter) 105 as a display
device for mixing and displaying real and virtual
15 spaces. In this embodiment, the HMD can be either a
video or optical see-through type. In the following
description, a case using the video see-through HMD
will be explained.

Two small video cameras 103 are provided to those
20 portions of the HMD 105, that are near player's eyes.
Video data sensed by these video cameras at nearly the
same viewpoint as that of the player are supplied to an
image mixing unit 106 (to be described later) via an
image input unit 104, and are displayed on the HMD 105
25 of the player after being superposed on a virtual space
image. The image input unit 104 also supplies the

input images to a head location detecting (measuring) unit 101 in addition to the image mixing unit 106.

A head location/posture sensor 1011 comprising, e.g., a magnetic sensor, is also attached to the head of the player. The head location/posture sensor 1011 can be attached using, e.g., the HMD 105. The output signal from the head location/posture sensor 1011 is input to the head location/posture measuring unit 101. The head location/posture measuring unit 101 detects position correction markers using the image supplied from the image input unit 104, and corrects the signal supplied from the head location/posture sensor 1011, thus estimating the viewpoint position and posture of the player.

On the other hand, an interactive input device 102 is attached to a player's arm. The interactive input device 102 has a location/posture sensor 1021 for detecting the location and posture of a portion where the device 102 is attached, and a switch (trigger) 1022 which is turned on/off in response to the motion of the attached portion and is used by the player to input commands by making predetermined actions.

In the following description, a case will be exemplified below wherein a plurality of players (three players in this embodiment) share an identical MR space, play a game for defeating enemies while ducking away

from attacks of enemies appearing in the MR space and competing with other players for the number of enemies he or she shoots down or score until the time or damage by enemy attacks reaches a given level, and can input
5 the following commands using the interactive input device 102.

·Command 1 (Sight Command)

A command for displaying a line of sight indicating the sight position in the virtual space.
10 This command is input by locating the wrist above the elbow with the back of the hand facing up.

·Command 2 (Shooting Command)

A command for shooting the sight position indicated by the line of sight. This command is input
15 by reciprocally moving the arm (from the elbow to the palm) back and forth at a given acceleration or higher while the line of sight is displayed by the sight command.

·Command 3 (Defense Command)

20 A command for defending against an enemy's attack. This command is input by directing the fingertips upward with the back of the hand facing the enemy.

·Command 4 (Reset Command)

A command for re-inputting the sight command
25 after the shooting command is input. This command is input by having the arm hanging down.

More specifically, as routine actions in the game of this embodiment, the player repeats command inputs in a cycle of the sight command → shooting command → reset command → sight command, and inputs the defense
5 command as needed in this cycle.

The command input by the interactive input device 102 is supplied to an image generation unit 107.

The image generation unit 107 transfers the head location/posture information of the player supplied
10 from the head location/posture measuring unit 101 and command information supplied from the interactive input device 102 to the controller 400. Also, the unit 107 generates a virtual space image to be displayed on the HMD 105 of the corresponding player using the head
15 location/posture information and command information of that player, and the head location/posture information, command information, and model information of other players, the location, moving direction, and state information of enemy characters, and information of the
20 locations, shapes, and the like of obstacles laid out in the space, which are received from the controller 400, and outputs the generated image to the image mixing unit 106.

The image mixing unit 106 mixes the image (real
25 space image) captured by the video cameras 103 attached at the positions near the view point of the player, and

the virtual space image generated by the image generation unit 107, and supplies the mixed image to the HMD 105 of the player.

The controller 400 comprises an MR space managing unit 1 to which the aforementioned player processors 100 to 300 are connected, and a real object location measuring unit 2. The MR space managing unit 1 distributes information that pertains to the head locations and postures of the players, and the locations, postures, and commands of the interactive input devices 102, which are received from the player processors 100 to 300, and executes game processes such as appearance/disappearance control of enemy characters to be displayed in the virtual space, scoring of shooting input by the shooting command, and the like. Information that pertains to the models, locations, moving directions, and states (e.g., defeated or not) of enemy characters are distributed to all the users connected together with each player information.

When real objects 31 to 33 are laid out as obstacles to shooting to adjust the game difficulty level, as shown in Figs. 3A and 3B, the MR space managing unit 1 also manages information that pertains to the shapes and locations of these real objects 31 to 33.

Fig. 3A is a perspective view of a game field (MR space) viewed from a certain player, and Fig. 3B is a top view of the game field. Figs. 3A and 3B show a case wherein three real space objects 31 to 33 are laid out as obstacles on a table 30 (in the real space). In this embodiment, since the sight command is input by raising the wrist above the elbow using the interactive input device 102, as described above, the real space objects are laid out on the table 30 which is as high as the waist level of a standard body. However, the need for the table can be obviated depending on command input actions using the interactive input device.

In Figs. 3A and 3B, the real space objects 31 and 32 are fixed in position, and the object 33 is movable. If a movable real space object is provided, the game difficulty level can be dynamically changed. For example, when the movable real object 33 moves to the right and left at a random speed, it is more difficult for a player to shoot an enemy character as a target than a case wherein only the still real objects 31 and 32 are laid out. The movement of the movable real object may be controlled by either the MR space managing unit 1 or another control circuit. In this case, the model of the movable object is managed by the MR space managing unit 1, and its location is obtained by measuring an object location sensor 331 provided to

that movable object 33 by the real object location measuring unit 2.

The aforementioned MR apparatus can be implemented by a client-server system which includes
5 the controller 400 as a server, and (the circuit sections of) the player processors 100 to 300 as clients. Since processes that pertain to each player are distributed to and executed by each client, the apparatus can flexibly cope with an increase/decrease
10 in the number of players. More specifically, the player processor can be implemented by a versatile computer having a video I/O function and a signal reception function from various sensors, and the controller 400 can be implemented by a versatile
15 computer having an interface that can communicate with each player processor, and a measurement signal reception function from the object location measuring unit 2.

However, since computations pertaining to
20 three-dimensional image display must be done in real time, a relatively fast computer having an accelerator dedicated to such computations (so-called 3D accelerator) or the like is preferably used. Also, the controller 400 and player processors 100 to 300 are
25 preferably connected via communication lines having a large capacity such as 100BASE-T. If the communication

line has a small capacity, the processing speed drops larger with increasing number of players.

(Marker Layout Method)

Fig. 4 is a perspective view showing an example
5 of a marker layout in this embodiment. In the game of
this embodiment, real objects serving as obstacles are
laid out. By laying out markers using these obstacles,
the aforementioned conditions can be satisfied while
restricting markers which enter the field of view of
10 each player within the moving range of the player.

Figs. 5A to 5C show extracted markers players A,
B, and C can respectively see in Fig. 4. In this
manner, since each player can observe markers at nearly
equal intervals and in a quantity required for
15 computing the viewpoint position, but cannot see
markers for other players, the markers need not use
different colors. Also, as shown in Fig. 4, a
plurality of players can share identical markers.

Figs. 6A to 6C show markers observed by the
20 individual players in correspondence with Figs. 5A to
5C when no obstacles are used. As can be clearly
understood from comparison between Figs. 5A to 5C and
Figs. 6A to 6C, the marker layout method according to
the present invention can make the number of markers
25 each player observes very small, and satisfy the
aforementioned conditions.

An increase in the number of players can be coped with by changing the shapes (sectional shapes, heights, and the like) of real objects to which the markers are provided, or adding another color. Even when the
5 number of colors increases, since one color is not assigned per player, markers for a large number of players can be laid out using fewer colors.

The marker layout positions may be determined manually but can be determined by generating real
10 object models and viewpoint position movable range models of the individual players in advance, and obtaining a range in which a given player can see but the lines of sight of other players are intercepted. Furthermore, the marker layout positions may be
15 computed using the number of markers to be provided and layout rules. Conversely, obstacle shapes and/or layout positions that satisfy the aforementioned conditions may be computed.

Even when no objects such as obstacles that can
20 be used to lay out markers are available, real objects may be laid out at positions where no problem is posed in terms of an application, and are hidden by virtual space images, whereby the player can experience an MR space without being bothered by the presence of real
25 objects for markers. Hiding of markers and the like

using virtual space images will be explained in detail later.

(Detection of Marker)

A marker detection method will be explained below.

5 Fig. 8 is a flow chart showing the flow of processing for detecting markers of type A (red markers) having color included in region A shown in Fig. 7. The head location/posture measuring unit 101 executes a marker detection process and uses the detected marker
10 information.

Images sensed by the video cameras 103 are captured via the image input unit 104 (step S701). The captured images are then binarized (step S702). More specifically, let 1 be pixels included in region A
15 shown in Fig. 7 (a blue axis is not shown), and 0 be pixels included in the remaining region. That is, if

I_i : i-th pixel that forms input color image I

R_i, G_i, B_i : R, G, and B values that form I_i

ITH_i : i-th pixel value of binary image

20 $R_{minA}, G_{minA}, B_{minA}$: R, G, and B minimum values that define region A

$R_{maxA}, G_{maxA}, B_{maxA}$: R, G, and B maximum values that define region A

Then, a binary image ITH is formed by setting 1 in ITH_i
25 corresponding to I_i that satisfies $R_{minA} < R_i < R_{maxA}$,

$G_{minA} < G_i < G_{maxA}$, and $B_{minA} < B_i < B_{maxA}$, and 0 in ITH_i corresponding to another I_i in units of I_i .

The binary image ITH undergoes a labeling process to extract marker regions (clusters) (step S703). A
5 center of gravity (X_n , Y_n) and area a_n of each cluster are computed (step S704), and are output to a viewpoint position/posture estimation module (not shown) in the head location/posture measuring unit 101 (step S705). The viewpoint position/posture estimation module
10 corrects the output signal from the head location/posture sensor 1011 on the basis of absolute coordinate positions of markers, which are registered in advance, and the marker positions (centers of gravity of clusters) detected from the image, thus
15 computing the viewpoint position and posture of the player.

In Fig. 8, a process upon detecting markers in a given color (red) has been explained. When the number of players increases and there are a plurality of
20 different color markers, detection processes in units of colors are repeated by changing a threshold value upon generating a binary image.

(Deletion of Marker)

As described above, markers are not necessary if
25 the output from the head location/posture sensor 1011 is accurate. Furthermore, the presence of markers in

an MR space is preferably not recognized since sense of reality may suffer if the player recognizes markers.

For this reason, the present invention is characterized by apparently deleting markers to make the player unconscious of the presence of markers. As a method of apparently deleting markers, various methods may be used. Of these methods, a method of superposing a virtual image on each marker and presenting the virtual image to the player is preferable since it can minimize the processing load and unnatural feeling.

Figs. 9A to 9C are views for explaining the marker deletion method. Fig. 9A shows markers for player A, which are laid out according to the marker layout method in this embodiment, and corresponds to Fig. 5A. In order to delete markers laid out on real objects such as a table, obstacles, and the like, a prospective layout place is sensed using a video camera, digital camera, still camera, or the like before markers are laid out so as to capture image data as a texture, and the markers are then laid out. The MR space managing unit 1 manages, as virtual objects for hiding the markers, two-dimensional patches each of which has a position, direction, and size to hide each marker, and a texture image corresponding to the marker before marker layout, and distributes them to the

player processors 100 to 300. The image generation unit 107 in each play processor renders such patches as parts of a virtual space image using the head location/posture information of the player upon
5 rendering the virtual space image pertaining to the game. As a result, the image mixing unit 106 superposes images before marker layout on regions corresponding to the markers in the real space image (Fig. 9B).

10 In this manner, by replacing/superposing image data, the player can concentrate on the game without being bothered by the presence of the markers. Image data prepared as texture data are preferably captured under conditions (light source position and brightness)
15 actually used to reduce unnatural feeling of vision. But texture images for deleting markers to be laid out on real objects made of an identical material may use a single common texture. Texture images are not particularly limited as long as they do not make the
20 player feel unnatural. Also, texture images to be laid out for the game may be used to hide the markers, and three-dimensional objects that hide the markers may be laid out as virtual objects in place of two-dimensional patches.

25 In an application that does not use any obstacles, when real objects are laid out for only the purpose of

marker layout, or when it is hard to superpose virtual
objects on individual markers, a virtual object 91 that
covers all real objects may be used, as shown in
Fig. 9C. In such case, a virtual object to be used can
5 be appropriately determined depending on applications.
For example, in a game application, a stage or
something like that in a virtual space may be formed
using the virtual object 91. Or in an application in
which the user is preferably unaware of any difference
10 from a real space, object data sensed in the real space
may be used.

[Other Embodiments]

In the above embodiment, information obtained
from the markers is used to correct errors of the head
15 location/posture sensor 1011. Alternatively, the
viewpoint position and posture of the player may be
computed from only the information obtained from the
markers without using the head location/posture sensor
1011, and the present invention can be used in such
20 application.

The above embodiment has exemplified a video
see-through MR apparatus, but the present invention can
be similarly applied to an optical see-through MR
apparatus.

25 In the above embodiment, single-color markers are
used, but any other visible features may be used. For

example, a plurality of different colors may be used, or features other than color may be used. Also, specific textures, shapes, or the like may be used, and these features may be combined.

5 The objects of the present invention are also achieved by supplying a storage medium (or recording medium), which records a program code of a software program that can implement the functions of the above-mentioned embodiments to a system or apparatus,
10 and reading out and executing the program code stored in the storage medium by a computer (or a CPU or MPU) of the system or apparatus. In this case, the program code itself read out from the storage medium implements the functions of the above-mentioned embodiments, and
15 the storage medium which stores the program code constitutes the present invention. The functions of the above-mentioned embodiments may be implemented not only by executing the readout program code by the computer but also by some or all of actual processing
20 operations executed by an OS (operating system) running on the computer on the basis of an instruction of the program code.

 Furthermore, the functions of the above-mentioned embodiments may be implemented by some or all of actual
25 processing operations executed by a CPU or the like arranged in a function extension board or a function

extension unit, which is inserted in or connected to the computer, after the program code read out from the storage medium is written in a memory of the extension board or unit.

5 To restate, according to the present invention, markers which are used in an alignment process in an MR apparatus can be laid out while satisfying required positional and numerical conditions, even when a plurality of players share a single MR space.

10 Since the marker color need not be changed for each player, probability of occurrence of detection errors can be reduced even when the number of players increases.

15 Furthermore, since real space objects which are laid out originally can be used, no extra objects used to lay out markers are required depending on applications.

20 As many apparently widely different embodiments of the present invention can be made without departing from the spirit and scope thereof, it is to be understood that the invention is not limited to the specific embodiments thereof except as defined in the appended claims.

WHAT IS CLAIMED IS:

1. A marker layout method for laying out markers in a real space as position indices upon presenting a mixed reality space, comprising the step of:

5 laying out the markers to have a positional relationship that allows a given player not to observe markers to be used by only another player when a plurality of players who observe the mixed reality space within different movable ranges observe the mixed
10 reality space.

2. The method according to claim 1, wherein a visible feature of the markers to be used by only the other player is similar to a visible feature of the markers used by the given player.

15 3. The method according to claim 2, wherein the visible feature includes at least one of color, texture, shape, and size of the marker.

4. The method according to claim 1, wherein the markers to be used by only the given player are laid
20 out at positions hidden by real objects when the markers are observed from the other player.

5. The method according to claim 4, wherein the real objects are laid out for an application that uses the mixed reality space.

6. The method according to claim 1, wherein the markers to be laid out include markers shared by a plurality of players.

7. The method according to claim 1, wherein the
5 markers have a common color.

8. A mixed reality apparatus for computing and/or correcting location/posture information of a player using markers laid out by a marker layout method of claim 1.

10 9. A computer readable storage medium which stores a marker layout program for laying out markers in a real space as position indices upon presenting a mixed reality space, storing:

a program code of laying out the markers to have
15 a positional relationship that allows a given player not to observe markers to be used by only another player when a plurality of players who observe the mixed reality space within different movable ranges observe the mixed reality space.

20 10. A mixed reality apparatus for making a player experience mixed reality by making the player observe a mixed reality space image obtained by mixing real and virtual spaces,

markers serving as position indices being laid
25 out in the real space,

said apparatus comprising:

marker detection means for detecting the markers from image data obtained by sensing the real space from a substantially viewpoint position of the player; and

mixed reality space image generation means for
5 generating the mixed reality space image to be observed by the player, so the player observes virtual object images that do not include any images of the markers in surrounding regions (marker regions) including markers in the image data.

10 11. The apparatus according to claim 10, wherein said mixed reality space image generation means substitutes or overlays images of the marker regions by predetermined virtual object images.

12. The apparatus according to claim 11, wherein said
15 mixed reality space image generation means substitutes or overlays an image of a region including all the detected markers by a predetermined virtual object image.

13. The apparatus according to claim 11, wherein the
20 predetermined virtual object images are plane patches with the same or similar texture, size, location and posture of the marker regions before the markers are laid out.

14. A mixed reality space image generation method for
25 generating a mixed reality space image which makes a player experience mixed reality by mixing a real space

in which markers serving as position indices are laid out, and a virtual space, comprising:

the marker detection step of detecting the markers from image data obtained by sensing the real
5 space from a substantially viewpoint position of the player; and

the mixed reality space image generation step of generating the mixed reality space image to be observed by the player, so the player observes virtual object
10 images that do not include any images of the markers in surrounding regions (marker regions) including the markers in the image data.

15. The method according to claim 14, wherein the mixed reality space image generation step includes the
15 step of substituting or overlaying images of the marker regions by predetermined virtual object images.

16. The method according to claim 14, wherein the mixed reality space image generation step includes the step of substituting or overlaying an image of a region
20 including all the markers in the image data by a predetermined virtual object image.

17. The method according to claim 15, wherein the predetermined virtual objects are images are plane patches with the same or similar texture, size,
25 location and posture of the marker regions before the markers are laid out.

18. A computer readable storage medium that stores a program which can be executed by a computer, making the computer which executes the program function as:

a mixed reality apparatus for making a player
5 experience mixed reality by making the player observe a mixed reality space image obtained by mixing a real space in which markers serving as position indices are laid out, and a virtual space, comprising:

marker detection means for detecting the markers
10 from image data obtained by sensing the real space from a substantially viewpoint position of the player; and

mixed reality space image generation means for
generating the mixed reality space image to be observed by the player, so the player observes virtual object
15 images that do not include any images of the markers in surrounding regions (marker regions) including the markers in the image data.

19. A computer readable storage medium which stores a mixed reality space image generation program for
20 generating a mixed reality space image which makes a player experience mixed reality by mixing a real space in which markers serving as position indices are laid out, and a virtual space, storing:

a marker detection program step of detecting the
25 markers from image data obtained by sensing the real

space from a substantially viewpoint position of the
player; and

a mixed reality space image generation program
step of generating the mixed reality space image to be
5 observed by the player, so the player observes virtual
object images that do not include any images of the
markers in surrounding regions (marker regions)
including the markers in the image data.

ABSTRACT OF THE DISCLOSURE

There is disclosed a marker layout method in a mixed reality space, which can reliably detect markers in units of players, even when a plurality of players share a common mixed reality space. According to this invention, markers to be used by only a given player are laid out at positions that cannot be seen from other players. Real objects used in an application that uses a mixed reality space may be used.

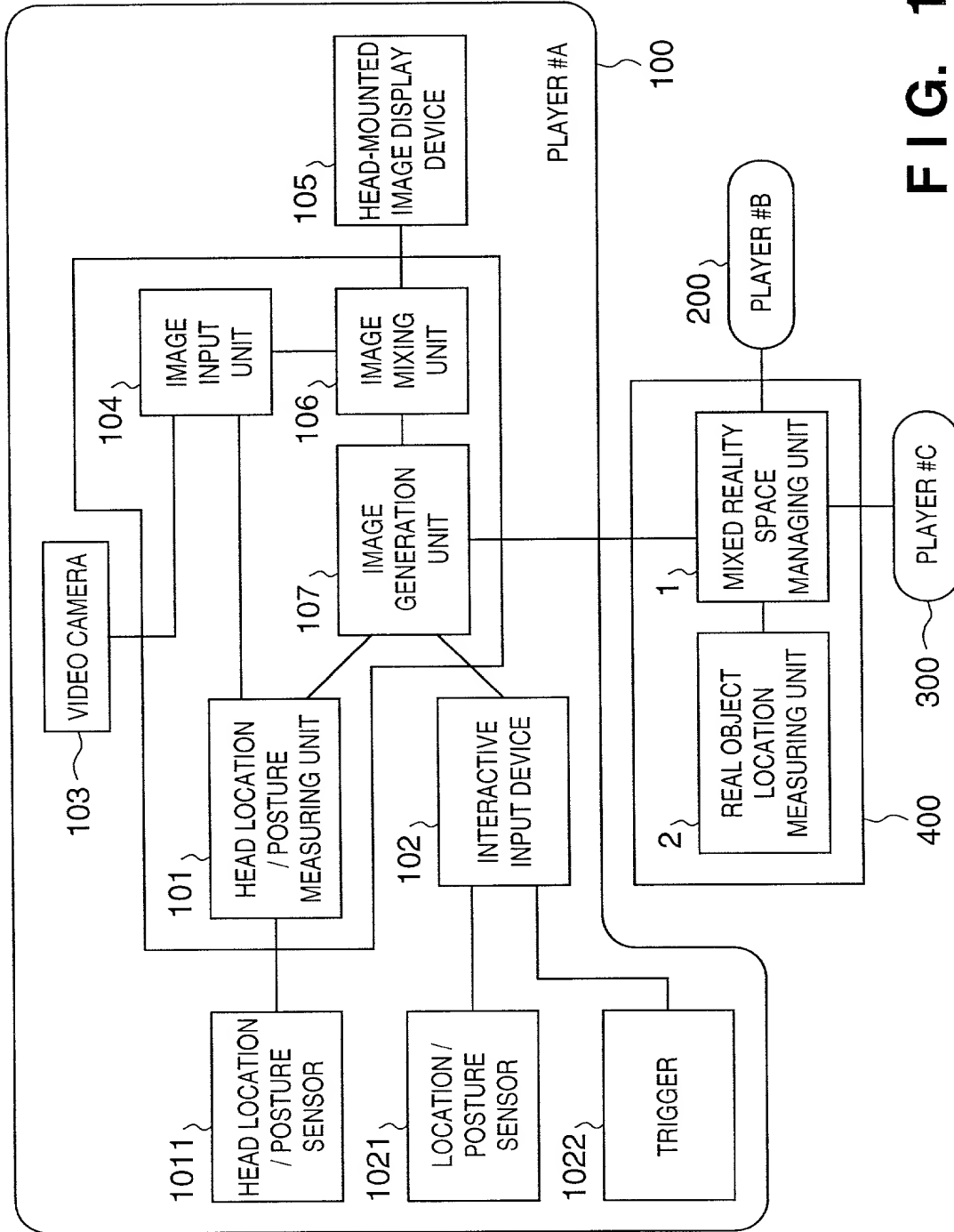


FIG. 2

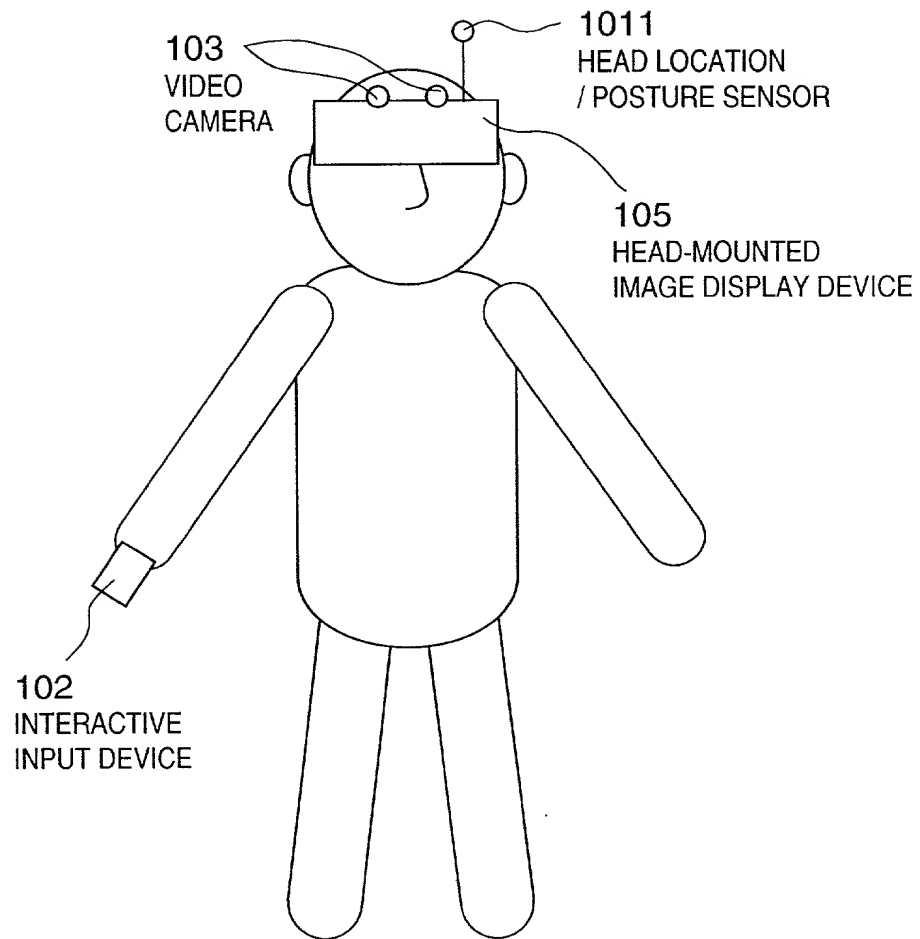


FIG. 3A

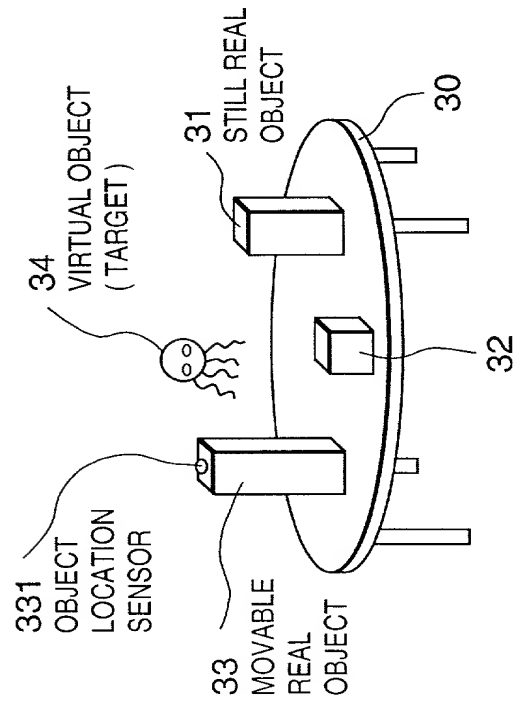


FIG. 3B

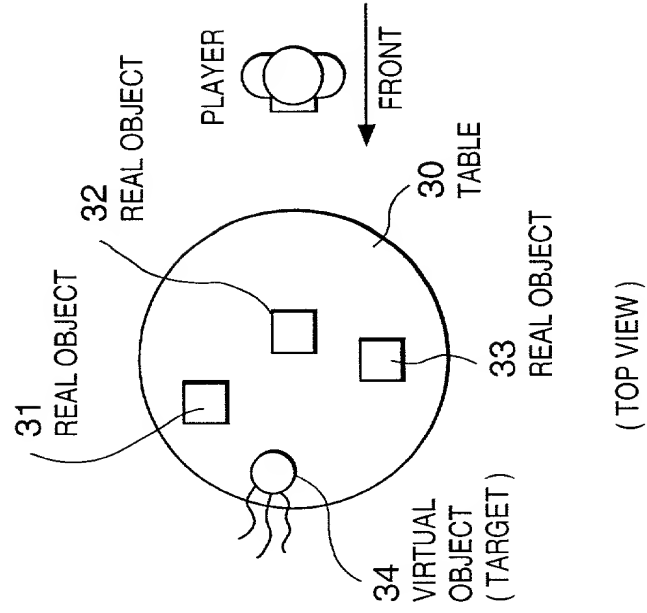
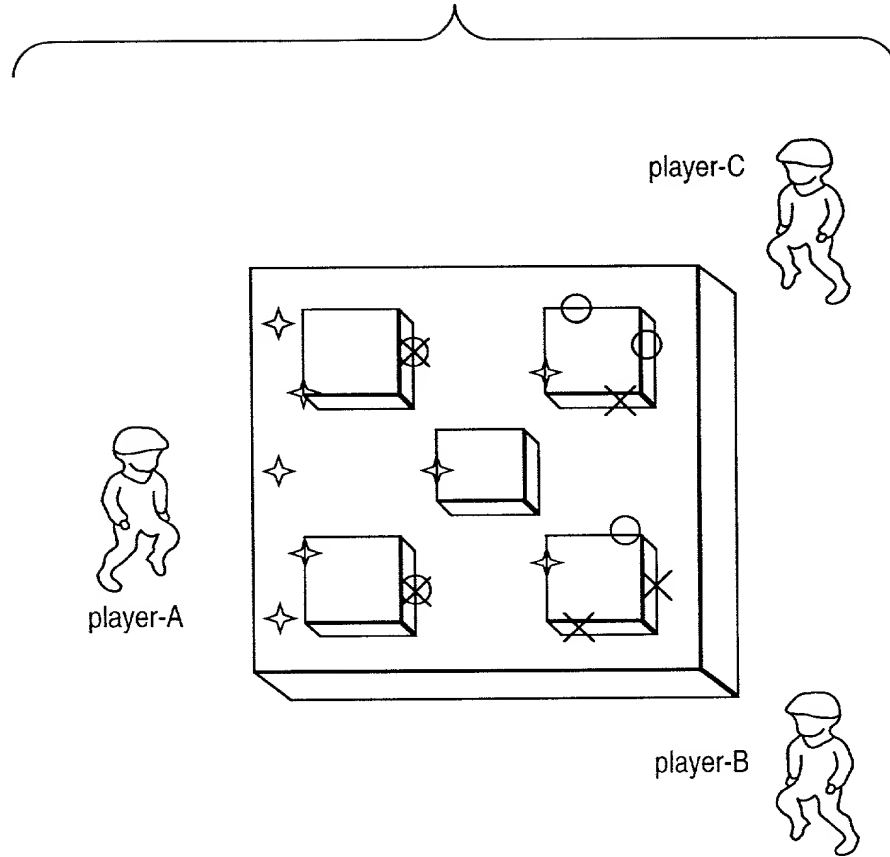
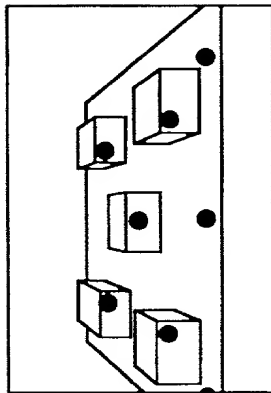


FIG. 4



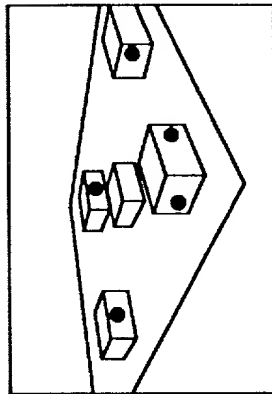
- ✧ : MARKER FOR player-A
- × : MARKER FOR player-B
- : MARKER FOR player-C

FIG. 5A



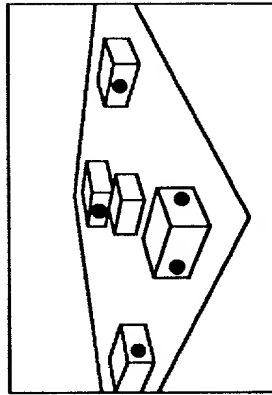
MARKERS ARE SEEN
FROM VIEWPOINT OF player-A

FIG. 5B



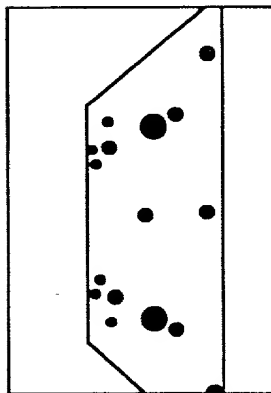
MARKERS ARE SEEN
FROM VIEWPOINT OF player-B

FIG. 5C



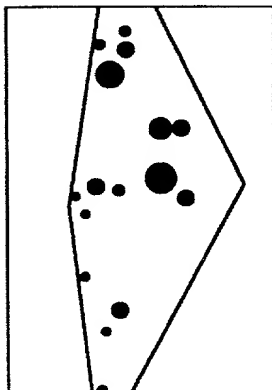
MARKERS ARE SEEN
FROM VIEWPOINT OF player-C

FIG. 6A



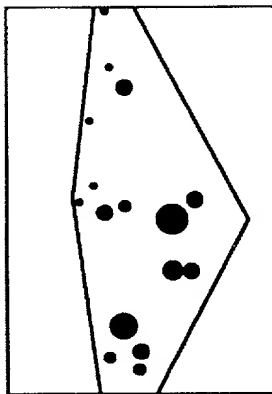
MARKERS ARE SEEN
WHEN NO OBSTACLES ARE USED

FIG. 6B



MARKERS ARE SEEN
WHEN NO OBSTACLES ARE USED

FIG. 6C



MARKERS ARE SEEN
WHEN NO OBSTACLES ARE USED

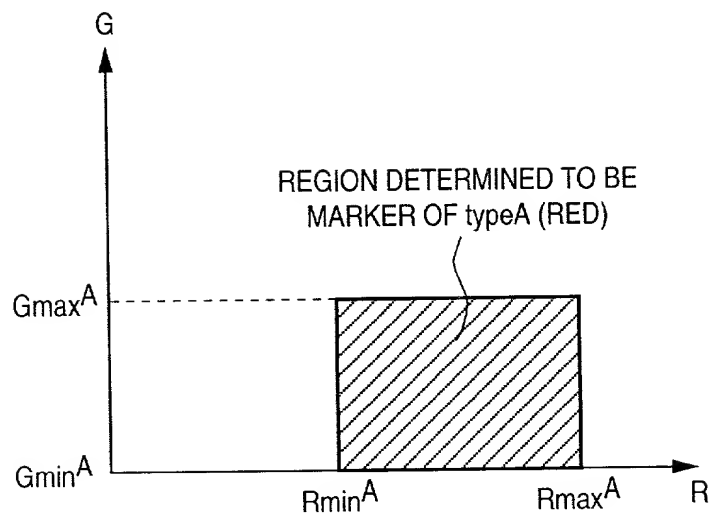
FIG. 7

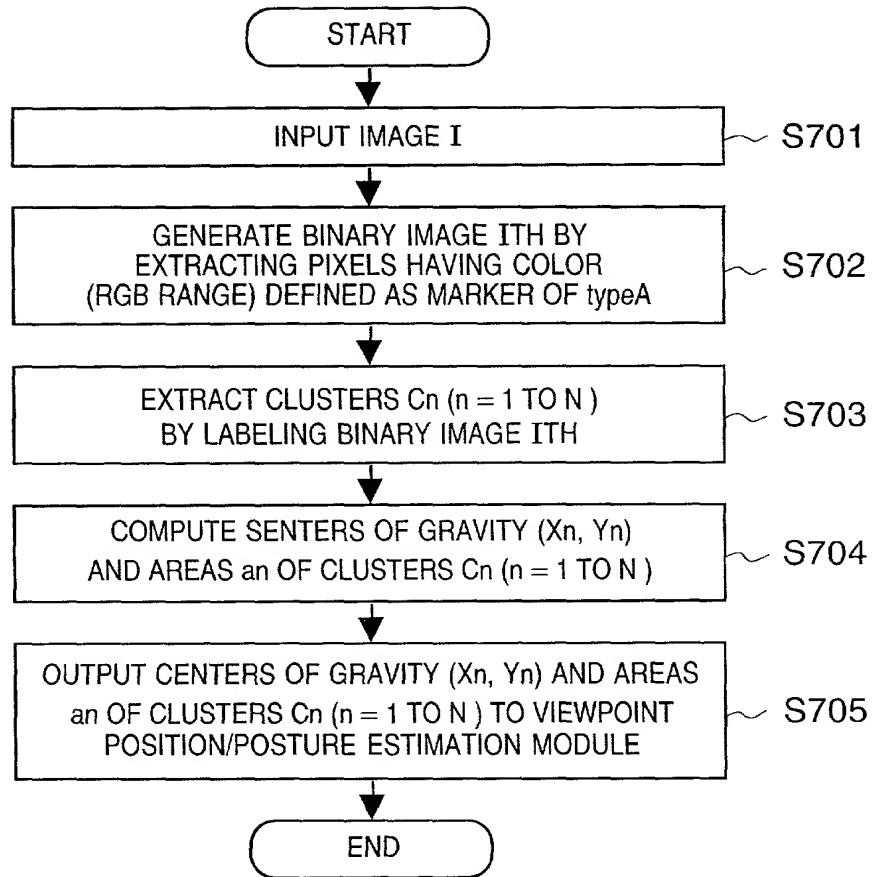
FIG. 8

FIG. 9A

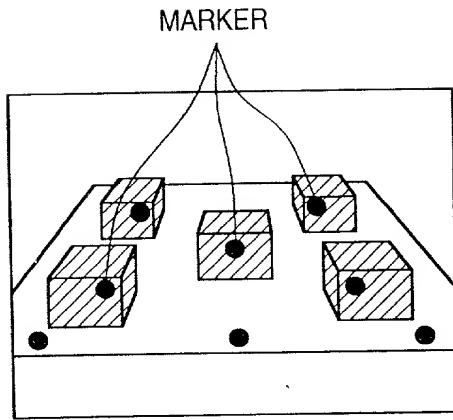


FIG. 9B

VIRTUAL OBJECT (TEXTURE)
FOR HIDING MARKER

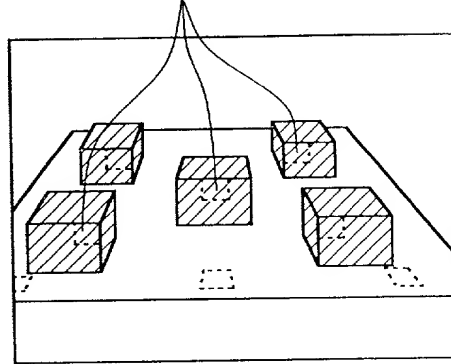


FIG. 9C

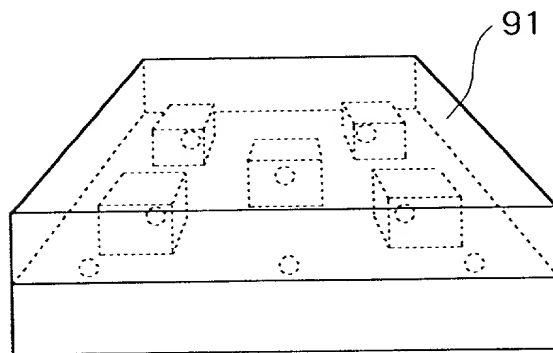
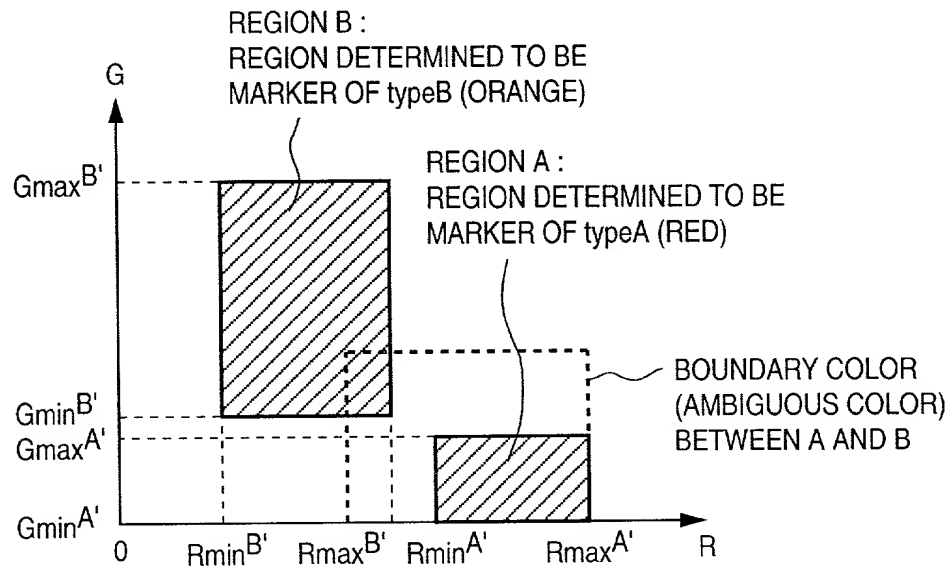


FIG. 10

**COMBINED DECLARATION AND POWER OF ATTORNEY
FOR PATENT APPLICATION**

(Page 1)

As a below named inventor, I hereby declare that:

My residence, post office address and citizenship are as stated below next to my name;

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled

MARKER LAYOUT METHOD, MIXED REALITY APPARATUS, AND
MIXED REALITY SPACE IMAGE GENERATION METHOD

the specification of which [X] is attached hereto. [] was filed on _____

as United States Application No. or PCT International Application No. _____
and was amended on _____ (if applicable).

I hereby state that I have reviewed and understand the contents of the above-identified specification, including the claims, as amended by any amendment referred to above.

I acknowledge the duty to disclose information which is material to patentability as defined in 37 CFR §1.56.

I hereby claim foreign priority benefits under 35 U.S.C. §119(a)-(d) or §365(b), of any foreign application(s) for patent or inventor's certificate, or §365(a) of any PCT international application which designates at least one country other than the United States, listed below and have also identified below any foreign application for patent or inventor's certificate, or PCT international application having a filing date before that of the application on which priority is claimed:

<u>Country</u>	<u>Application No.</u>	<u>Filed (Day/Mo./Yr.)</u>	(Yes/No) <u>Priority Claimed</u>
JAPAN	11-164716	11/06/1999	Yes
JAPAN	11-164717	11/06/1999	Yes

I hereby appoint the practitioners associated with the firm and customer number provided below to prosecute this application and to transact all business in the Patent and Trademark Office connected therewith, and direct that all correspondence be addressed to the address associated with that Customer Number:

FITZPATRICK, CELLA, HARPER & SCINTO
Customer Number: 05514

**COMBINED DECLARATION AND POWER OF ATTORNEY
FOR PATENT APPLICATION**
(Page 2)

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

Full Name of Sole or First Inventor Kiyohide SATO
Inventor's signature Kiyohide SATO
Date Feb. 9, 2000 Citizen/Subject of Japan
Residence 495-301, Kizuki, Nakahara-ku, Kawasaki-shi,
Kanagawa-ken, Japan
Post Office Address c/o Mixed Reality Systems Laboratory Inc.
145, Hanasakicho 6-chome, Nishi-ku, Yokohama-shi,
Kanagawa-ken, Japan

Full Name of Second Joint Inventor, if any Toshikazu OHSHIMA
Inventor's signature Toshikazu Ohshima
Date Feb. 14, 2000 Citizen/Subject of Japan
Residence 30-21-607, Minamaikase 4-chome, Saiwai-ku,
Kawasaki-shi, Kanagawa-ken, Japan
Post Office Address c/o Mixed Reality Systems Laboratory Inc.
145, Hanasakicho 6-chome, Nishi-ku, Yokohama-shi,
Kanagawa-ken, Japan

Full Name of Third Joint Inventor, if any _____
Third Inventor's signature : _____
Date _____ Citizen/Subject of _____
Residence _____
Post Office Address _____

Full Name of Fourth Joint Inventor, if any _____
Fourth Inventor's signature _____
Date _____ Citizen/Subject of _____
Residence _____
Post Office Address _____

Full Name of Fifth Joint Inventor, if any _____
Fifth Inventor's signature _____
Date _____ Citizen/Subject of _____
Residence _____
Post Office Address _____

Full Name of Sixth Joint Inventor, if any _____
Sixth Inventor's signature _____
Date _____ Citizen/Subject of _____
Residence _____
Post Office Address _____